**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1.      (Currently Amended) A sequencing game comprising:

a housing;

a microprocessor disposed within said housing;

a plurality of manually operable controls affixed to said housing and in communication with said microprocessor;

**the microprocessor having a** means for generating and sensorially rendering a sequence of events, wherein each event in the sequence of events is related to one manually operable control of the plurality of manually operable controls;

each manually operable control of said plurality of manually operable controls is capable of being actuated externally from said housing by a participant as a response to said sequence of events, wherein said response by said participant is compared by the microprocessor to said sequence of events for determining a correctness of the response; and

a mechanical means to ~~move~~ **rotate** said housing while the sequence of events are being sensorially rendered, **wherein said microprocessor further includes programming to control the** ~~said~~ mechanical means **for changing a rate of rotation and/or a direction of the rotation based on the correctness of the response to the sequence of events generated** ~~controllable~~ by said microprocessor.

2.      (Currently Amended) The game of Claim 1, wherein the mechanical means to ~~move~~ **rotate** said housing includes a motor mechanism and a plurality of wheels secured to a lower portion defined by said housing and at least one of said plurality of wheels being rotatably controlled by said motor mechanism.

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3.    (Previously Presented) The game of Claim 1 further comprising means for providing a first indication when said response corresponds to the sensorially rendered sequence of events which includes replaying the sequence of events and generating and rendering a new event after the sequence of events.

4.    (Previously Presented) The game of Claim 1 further comprising means for providing a second indication when said response does not correspond to the sensorially rendered sequence of events which includes generating and rendering a sensorially error event.

5.    (Original) The game of Claim 1, wherein said generation of said sequence of events includes generating a plurality of distinct visually perceptible light indications.

6.    (Original) The game of Claim 1, wherein said generation of said sequence of events includes generating a plurality of distinct aurally perceptible tones.

7.    (Original) The game of Claim 1, wherein said plurality of manually operable controls includes a plurality of push buttons.

8.    (Original) The game of Claim 1, wherein the mechanical means is controlled to move said housing while the participant is making a response.

9.    (Currently Amended) A sequencing game having a housing ~~unit~~ and a microprocessor disposed within said housing, the game comprising:

    a plurality of different colored push buttons affixed to said housing and in communication with said microprocessor, each push button of said plurality of push buttons is operable by a participant from outside said housing and includes a light emitting source affixed to the housing under said push button, each light emitting source is also controllable by said microprocessor to illuminate said push button;

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means for generating a sequence of events and rendering said sequence of events by operating

said lights under said plurality of push buttons and means within said microprocessor for storing said

sequence of events, wherein each event of the sequence of events corresponds to one of the push buttons,

of the plurality of push buttons;

a motor **in communication with a plurality of wheels to rotate the housing;**

**said motor being** controlled by said microprocessor to move said housing while said sequence of

events are being rendered and during participant's response; and

each push button when actuated externally from said housing by **the** ~~a~~ participant generates a

response to said sequence of events, wherein said response by said participant is compared by the

microprocessor to said sequence of events for determining a correctness of the response**, wherein said**

**microprocessor includes programming to control a rate of rotation and/or a direction of the**

**rotation based on the correctness of the response to said generated sequence of events**.


10.     (Currently Amended) The game of Claim 9, **wherein the** ~~further comprising a~~ plurality of

wheels **includes** ~~, at least~~ two ~~of said~~ wheels being operable by the motor in opposite directions to each

other, such that the housing rotates at a predetermined rate of rotation in a predetermined direction.


11.     (Previously Presented) The game of Claim 10 further comprising: a means within said

microprocessor for adding events to said sequence of events and rendering said sequence of events with

the added events only when the response corresponds to the sequence of events last rendered by said

microprocessor.


12.     (Previously Presented) The game of Claim 11 further comprising: a means within said

microprocessor for generating an error signal when said response does not correspond to the sequence of

events last rendered by said microprocessor.

13.     (Previously Presented) The game of Claim 11 further comprising: a means within said

microprocessor for generating an error signal when said response is not made within a predetermined time.

14.     (Previously Presented) The game of Claim 11 further comprising: a means within said

microprocessor for increasing a rate of rotation of said housing when the response corresponds to the

sequence of events lasted rendered by said microprocessor.

15.     (Original) The game of Claim 11 further comprising: a means within said microprocessor for

changing the predetermined direction of the rotating of the housing.

16.     (Original) The game of Claim 9 further comprising a speaker affixed to the housing and controlled

by the microprocessor such that the microprocessor emits a plurality of distinct aurally perceptible tones,

each tone of said plurality of distinct aurally perceptible tones corresponds to a push button.